

## **In the Specification**

Please replace the paragraph beginning on page 11, line 22 and ending on page 11, line 28 with the following amended paragraph.

Although the program memory 48b is shown in Fig. 2 as a read-only memory (ROM) [[48d]], the program memory of the controller 48a may be a read/write or alterable memory, such as a hard disk. In the event a hard disk is used as a program memory, the address/data bus 48f shown schematically in Fig. 2 may comprise multiple address/data buses, which may be of different types, and there may be an I/O circuit disposed between the address/data buses. The I/O circuit 48e may be coupled to the network 40 via a data link 48g.

Please replace the paragraph beginning on page 18, line 20 and ending on page 18, line 32 with the following amended paragraph.

Following the receipt and acceptance of the network identification at block [[125]] 124, information may be requested at block 125 about the network 12 from the network computer 22. The request may include a request for the configuration of the network 12, additional networks 26, 40 operatively coupled to the network 12, the identification of various devices connected to the network(s), etc. The request may specifically ask the network computer 22 to identify master gaming servers 28, 36 that are on the networks 12, 26, 40. At block 126, the controller 100 may receive a response to the request for network information from the network computer 12. Among the information supplied by the network computer 12 may be information regarding the master server(s) 28, 36 that the gaming unit may contact. The routine may then terminate and turn control over to a master gaming server communication routine where the gaming unit 20 may contact and communication with a master gaming server 28.